COMIC SHOP NEWS™

411

SOVEREIGN SEVEN

Sovereign Seven ™ & ©1995 Chris Claremont, ARR.

Sovereign Seven Rules!

all art ™&©1995 Chris Claremont

In an industry where hypberbole is all too common, it's easy to discount the high praise that some comics evoke. But there doesn't seem to be much hyperbole at all concerning ***Sovereign Seven,*** the new Chris Claremont-Dwayne Turner series from DC Comics. Those who have had a chance to read the book in advance describe it as one of the strongest series debuts they can remember; no one can resist comparing it favorably to Chris' run on ***X-Men,*** although everyone agrees it far more than just a variation of that series.

Even Paul Levitz, publisher of DC Comics, can't restrain his enthusiasm for the book. "We hope it will be our most important contribution to the field this year," Levitz recently said. "We believe it has that possibility, and we believe that it will succeed because of Chris's sense of commitment to the title..."

And there's no doubt that Chris Claremont is committed to this book. The first few issues are already completed, and Claremont takes pride in showing them to anyone who's interested in seeing what the book looks like. This isn't just another series to Chris; it's his pride and joy, the book he's been hoping to do ever since his departure from ***X-Men***. "This is, for me, the best effort I am capable of making," Claremont said. "I think this is echoed by Dwayne Turner's art and by DC's publishing and marketing support."

Sovereign Seven is the sort of book that Chris Claremont does best: it's a character-driven super-team adventure of epic proportions. Sovereign Seven are refugees from a world that no longer exists; they seek refuge on Earth, a world that is as alien and foreign to them as their homeworld might be to us. And it's not a particularly welcoming world, either; in their first issue, they cross paths with Darkseid and the Female Furies of Apocalypse. Before the first issue is over, you know that the arrival of Sovereign Seven in Crossroads is going to be a historic event indeed.

Claremont describes ***Sovereign Seven*** as "a story about growing up, about making your way in a country, a world, a society that you have no knowledge of; in a way, it mirrors two aspects of my own life. I am an immigrant, even though it was a long time ago; and secondly, as these characters are new to the DC Universe, so am I. I've been reading comics for longer than I care to admit, I've been reading DC Comics for longer than I care to admit,but I've never written them. The only moment we actually intersected was ***X-Men/Teen Titans***; now I have a chance to see what it's like to go to Gotham City, to go to Metropolis... Maybe, since I'm looking at these things with a fresh eye, maybe my readers can look at it with a fresh eye, too...

"These people have never been there before; they don't know any of the roles, any of the relationships. As they discover the world, as they learn what it's like; as they experience it for the first time, maybe they'll help us to rediscover, in effect, that sense of wonder that we once felt. As with any of my books, this is a story of *characters*. My goal is to create characters that I would like to know in a place that I would like to live, having adventures that—even if I might not like to have them—I'd like to watch them unfold."

Sovereign Seven is Cascade, who can move across time and space; Network, a powerful telepath; Reflex, a master of incredible speed; Rampart, a stylish soul who is the focal point of the team; Finale, whose beauty and allure are a powerful weapon; Indigo, a master of disguise; and Cruiser, a fierce telekinetic. But Sovereign Seven is more than superpowered costumes; these are people who are confused, almost lost in a new world, trying to find their own way—and even the mightiest powers can't necessarily help them in their journey.

Claremont often speaks of the power of the comics medium; it's obvious that he is far from jaded about the field. His enthusiasm for comics is the enthusiasm of a fan as well as the enthusiasm of a creator; he is optimistic that his work on books like Sovereign Seven might be just as memorable to contemporary comics fans as classic Silver Age titles were (and still are) to Chris Claremont decades ago. "I remember looking at ***Fantastic Four #49*** and seeing the Silver Surfer, Galactus, and the Watcher as only Jack Kirby can draw them, and thinking *'Wow!'* Then, in ***FF #50,*** they wrapped up the story in the first half of the book and the cover feature was 'Johnny Storm Goes To College.' If I can remember that scene after over twenty-five years, then that tells you the power that this medium has..."

Claremont is aware that a common industry problem is "musical creators": that is, the tendency of top writers and artists to work on a title for a six month run and then move on to something else. For Claremont and Turner, though, Sovereign Seven is more than just another book; Sovereign Seven, while set in the DC Universe, is a creator-owned series, which gives the creators a very personal reason for wanting to keep the book popular . "My goal is to be on this book for a good long time," Claremont said. "My goal is to have it published well by DC for a good long time... My mantra is ' if we build it, they will come.' If we offer good characters, solid stories, a personal and lasting vision of the world to our audience, with the consideration that I think they deserve, then the audience will respond in kin.. My commitment to this project is about as absolute as it can be, because this is *my* project... My function, my role, my *hope* is to produce the best quality material can... We've built it; now we have to see if those cars are coming up to the baseball diamond..."

"This is without question the starting point of a new era in comics," editor Rob Simpson said. "You'll want to be able to say you were here when it began. Chris and Dwayne are doing some of their best work ever, and we're all here for the long haul! You should be, too!"

Sovereign Seven #1, a $1.95 comic featuring thirty-two pages of story and art with no interior ads whatsoever, is scheduled for May 18th release.

by Cliff Biggers

411 COMIC SHOP NEWS™ 5 • 10 • 95

From Your Friendly Neighborhood Comics Outlet

Printed on Recycled Newsprint

June Begins New Hyborean Age

Conan the Adventurer and ***Savage Sword of Conan*** are coming to an end in May... but heroic fantasy fans won't have to be Conan-less for long! Beginning in June, Marvel will launch two new Conan series, one black and white and one color. ***Conan the Savage #1,*** the new black and white magazine, breaks away from the traditional Conan-versus-magician-and-monsters formula to stress the hard-edged action that made *Robert E. Howard's* barbaric hero such a success when he first appeared in ***Weird Tales*** sixty years ago. The first 48-page issue features stories by *Chuck Dixon, Roy Thomas, Alcatena,* and *Tim Conrad; Simon Bisley* supplies the cover art. ***Conan the Savage #1,*** a $2.95 magazine, is scheduled for June 15th release.

Larry Hama and *Barry Crain* handle the creative honors for the full-color ***Conan*** comic that editor Mike Lackey describes as "equal parts ***Terminator, Mortal Kombat,*** and ***Wolverine.***" No more young Conan—this series features the adult hero, beginning with his brief but brutal career as a pit fighter. ***Conan #1,*** a $2.95 comic, is scheduled for June 29th release.

It was twenty-five years ago that Marvel debuted their first ***Conan*** title; now, on the silver anniversary of that publication, Marvel is revamping the hero to ensure that his exploits seem as fresh now as they did when *Roy Thomas* and *Barry Windsor-Smith* first presented them way back in 1970.

Avenue of Dreams

Will Eisner grew up in New York City at a time when the city was truly a melting pot—an amalgam of people of all ethnic groups, religions, occupations, and ambitions. During his life, Eisner has witnessed the changing nature of city neighborhoods; he's seen the urban blight, the renovation, the alteration that comes to all neighborhoods with time. And in ***Dropsie Avenue,*** his latest graphic novel for Kitchen Sink Press, Eisner focuses on that spirit of change. ***Dropsie Avenue*** focuses on one New York neighborhood where Dutch, Irish, Italian, and Jewish immigrants built a city... and a nation. And while his story is epic in its scope, it's just as intensely personal in its narrative focus as any Eisner work. This story is set on the same Bronx street where Eisner's earlier graphic novels ***A Contract With God*** and ***A Life Force*** took place. ***Dropsie Avenue,*** a 176-page graphic novel that's truly a novel in its size and scope, is priced at $15.95; look for it in June.

Spring and Fallen

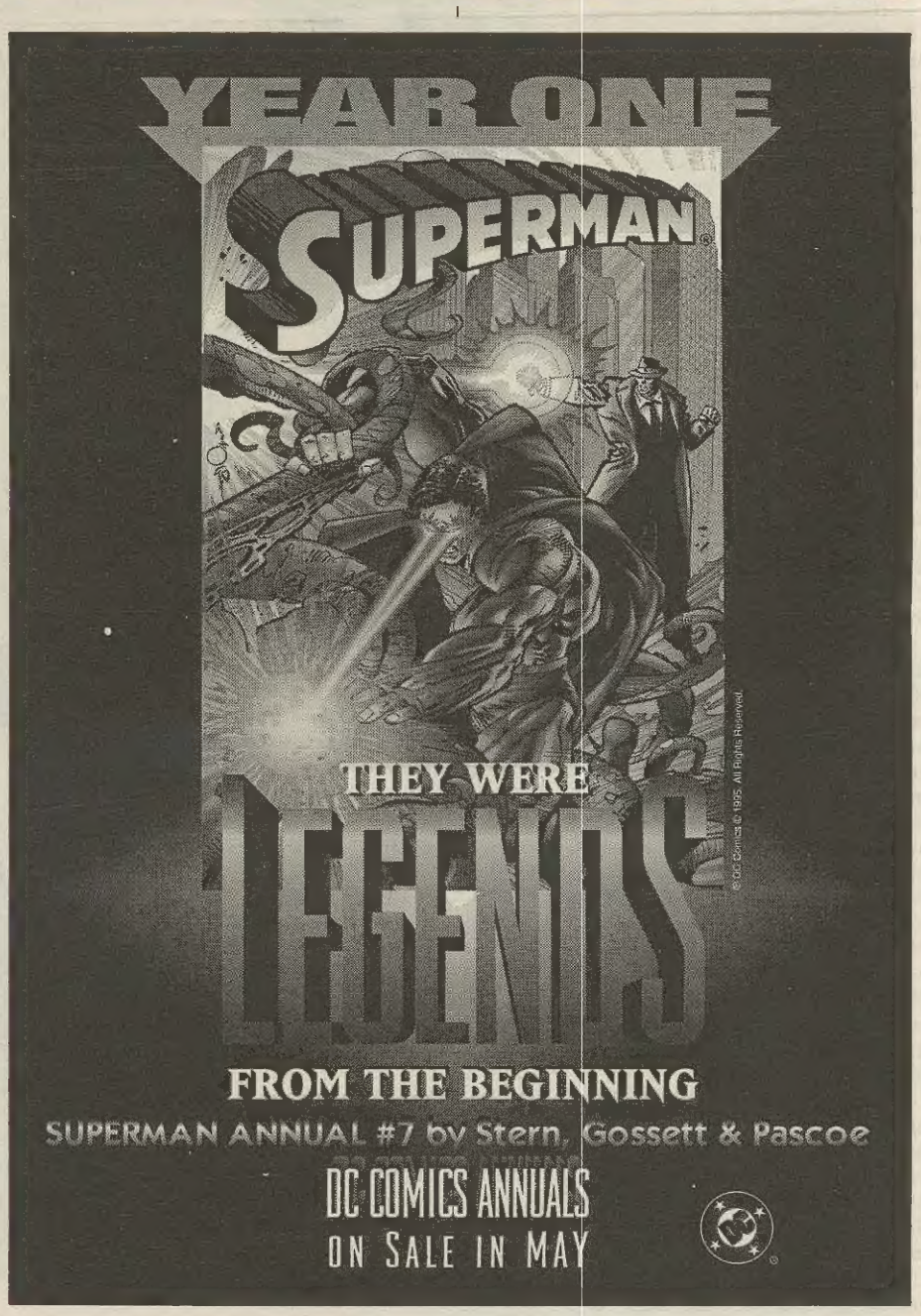
Following the success of their first two ***Magic: The Gathering*** comic book offerings, Acclaim Comics is offering a third Magic miniseries, ***Fallen Empires.*** This series is inspired by last fall's hit expansion set for the popular collectible card game.

"The initial response to our ***Magic: The Gathering—The Shadow Mage*** and ***Ice Age on the World of Magic: The Gathering*** books has been strong," *Steve Masssarsky*, president of Acclaim Comics, said. "We anticipate the demand for our new book, ***Fallen Empires,*** to be just as noteworthy."

The new series is co-written by *Jeff Gomez* and Wizards of the Coast's *Kevin Maples* and illustrated by *Alexander Maleev.* The two-issue miniseries focuses on the foreshadowing of events found in the ***Fallen Empires*** expansion set; events in this series occur between the Urza/Mishra war described in Antiquities and the events in of the Ice Age miniseries. The first issue of the comic book will also include a pack of ***Fallen Empires*** cards. ***Fallen Empires—A Magic: The Gathering Miniseries #1,*** a $2.50 comic, is scheduled for May release.

CSNsider

James Robinson fans will be thrilled to hear that a trade paperback of the acclaimed miniseries ***The Golden Age*** by Robinson and ***Paul Smith*** is on DC's schedule for July release... At least one Marvel hero will die in the ***Black September*** Marvel/Malibu crossover... A new ***GI Joe*** comic series is in the works—and this one will feature the classic 1980's Joes, not the Sgt. Savage line that was such a flop in toy shops... The first James Bond collectible card game series will be ***GoldenEye,*** based on the upcoming James Bond film... Marvel plans to hone its line to seventy or eighty titles over the next several months in response to fans who complained that they couldn't afford to keep up with all their favorites... In light of the excitement that ***X-Files*** has inspired, is it possible that the ***Challengers of the Unknown*** are preparing to begin investigating unusual phenomena over at DC?... Word has it that when Wizards of the Coast issues their ***Magic: The Gathering Fourth Edition*** series, there will be no land in the booster packs, making starter sets a necessity for beginning players... And speaking of trading card series, Marvel and Fleer plan to unveil ***Marvel OverPower,*** the Marvel Universe collectible card game, in August; the series will feature original illustrations, all computer colored and packed in 55-card starter decks and ten card booster packs... Warner Books has reported that ***Batman: The Ultimate Evil,*** the *Andrew Vachhs* ***Batman*** novel first slated for summer release, has been pushed back to the fall... ***Pulp Fiction*** comes to pulp paper: is it possible that acclaimed director, writer, and actor *Quentin Tarrantino* may venture into the comics world in the foreseeable future, either licensing his own creations or writing something original for the medium?... Fox is monkeying around with plans for a ***Planet of the Apes*** animated series... Malibu has an unusual pin-up book in the works that will feature full-page illustrations of Malibu heroes standing side-by-side with the creations of a variety of independent artists; look for it in July... Fleer's next ***X-Men*** trading card series will be an all-chromium set drawn by the *Adam, Andy,* and *Joe Kubert;* look for 'em in October... ***Taboo*** is making its return from Kitchen Sink in May, although it'll no longer serve as the home for *Alan Moore* and *Eddie Campbell's* ***From Hell*** tales... Is the Silver Surfer set to join the X-Men, Spider-Man, the Fantastic Four, and Iron Man as an animation star? Could be!... Marvel has scheduled a no-Marvel-Comics skip week for the first week of June as they fine-tune their plans to begin self-distribution in July; according to Marvel, this skip week will enable Marvel to maintain their weekly release schedule from then on... ***Warrior Nun Areala*** sold out so quickly that many fans missed the hit *Ben Dunn* series from Antarctic—and that's why Antarctic is releasing a ***Warrior Nun Areala Trade Paperback*** in mid-June, complete with an affordable $9.95 pricetag... Fleer hopes to make waves with its ***Fleer Ultra Waterworld Trading Cards,*** a 150-card set scheduled for July release; the cards are priced at $2 per pack...



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A Three-Month Wake

The end of Sandman's run is approaching... and there are several surprises in store along the way. In the aftermath of "The Kindly Ones," for instance, the face of the Dreaming is permanently altered, creating a mood of sadness and uncertainty. The result is a wake—but it's a much more elaborate and melancholy wake than has ever been seen before.

"The Wake" is a three-part story by *Neil Gaiman* and *Michael Zulli* that features the reunion of the Endless for the first time since "Season of Mists" as they visit the Necropolis Latharge, where a monument is erected... and where the groundwork is laid for an inevitable future. "We'll see a number of old friends again," *Neil Gaiman* said, "and get to meet a very important new one." This unusual storyline will also have a rather unusual look, since it's being shot entirely from *Michael Zulli*'s very detailed pencils. ***Sandman #70***, a $2.50 comic, is scheduled for June 15th release.

Comic Images Joins the Royo Family

Luis Royo's fantasy and science fiction artwork, which has been featured on book covers, posters, album jackets, and ***Heavy Metal Magazine,*** has already inspired two trading card series from Comic Images; this summer the *creme de la creme* of his art from the two earlier series is being given chromium treatment in the new ***Best of Royo Collectors' Cards*** series. The ninety-card series will pull 89 images from his first two series, reproducing them in the stunning chromium card format. The 90th card is a checklist card for the entire series. Additionally, Comic Images is offering six MagnaChrome Cards, five hundred autographed cards, a three-card "Creatures" MagnaChrome subset, and a limited edition medallion card. ***The Best of Royo All-Chromium Collectors' Cards,*** available in seven-card packs for $3 per pack, is scheduled for June release.

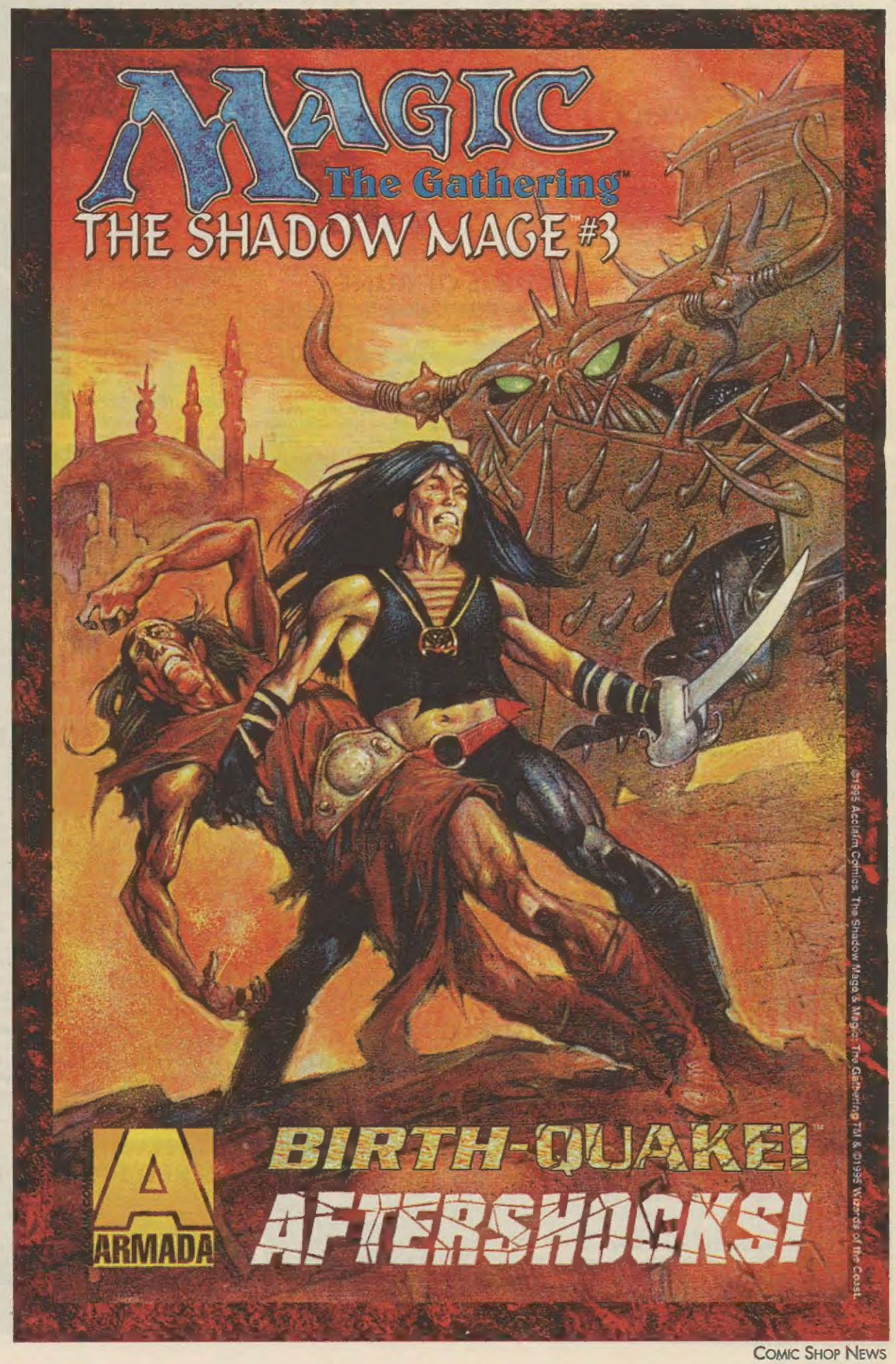
A Comic Yukon Look Forward To

A century ago, the Klondike Gold Rush was in full stride—and now, a hundred years later, a number of centennial celebrations are in the works. Not to be left out of the fun, Gladstone Comics has put together its own celebrations—and it's going to be quite a celebration indeed for Duck fans, because Gladstone's centerpiece is an all new twenty-four page story by *Don Rosa*. "Uncle Scrooge In the Yukon" ties in with Rosa's acclaimed series "The Life and Times of Scrooge McDuck"; the tale takes place immediately after Scrooge files his White Agony claim. "Uncle Scrooge In the Yukon" is the cover feature of ***Uncle Walt's Collectory #1,*** a 48-page full-color comic that supplements the new Rosa adventure with a historical overview of the real Dawson City, complete with photos. ***Uncle Walt's Collectory #1,*** a $2.25 comic, is scheduled for June release.

WildCATs Gives Readers Moore of What They Want

So how do you follow up a top-notch writer like *James Robinson* on a high-profile comic like ***WildCATs***? After all, Robinson has a reputation as one of the most talented and innovative writers in the field; someone of his caliber can't be replaced by just *any* writer.

WildStorm Productions found the answer in *Alan Moore,* the acclaimed writer of ***Watchmen*** and ***From Hell.*** Moore takes over with ***WildCATs #21***, which takes the WildCATs back to their home planet of Khera. "Alan is one of the finest talents working in the industry, and we're very excited to have him writing our flagship title," editor *Bill Kaplan* said. "We look forward to seeing his unique spin on ***WildCATs*** as they finally visit their homeworld." *Travis Charest,* who has illustrated ***WildCATs*** since *Jim Lee* took a break from the series, will continue as artist for the Moore issues as well. ***WildCATs #21,*** a $2.50 comic, is scheduled for June release. (And for you James Robinson fans—James will be producing a new miniseries, ***Team 1: WildCATs,*** that explores the prehistory of the superhero team; look for it in July.)



MAY HOT PICKS!

by cliff biggers

Summer's scorching debut is ever nearer, and you can see the early signs of the season on the comic shop racks. Annuals, the mainstay of the summer season for decades, are becoming more prevalent; major crossovers, both intra-company and intercompany, are adding some excitement to the month's offerings; and the number of exciting first issues is escalating as the industry prepares for its peak season. Here are a couple of dozen of the finest the merry month of May has to offer—and if you miss out on any of these, don't blame us!...

ALIENS VS. PREDATOR: WAR 1

(Dark Horse, $2.50)

Four years ago, ***Aliens Vs. Predator*** set all sorts of records as the then-highest-selling independent comic in the history of the field; while no one expects this series to sell as well as its predecessor, there's no doubt that the confrontation of two of the deadliest extraterrestrial species in science fiction film history is going to continue to generate some excitement. Not only are the Aliens and Predators here, but so is Machiko, star of the first series and the only human member of a Predator clan. You can predict close encounters of the sellout kind on this one!

AVENGELYNE 1

(Maximum Press, $2.50)

Some comics are character driven, some are company driven—but ***Avengelyne*** may be the first comic book ever to be *model* driven! Cathy Christian, the model who first attracted fan attention when she appeared at various conventions as Harris Comics' Vampirella, is the inspiration for Avengelyne, a fallen angel (and we mean that one literally!) and a rising comic book star. Rob Liefeld and Cathy Christian supply the storyline for the series, which is written by Bob Napton and illustrated by John Stinsman; the first issue features a chromium deluxe wraparound cover that'll only add to the book's appeal.

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CALIBER SPOTLIGHT SPECIAL 1

(Caliber, $2.95)

Considering what a scorcher David Mack's ***Kabuki*** is, the appearance of a Kabuki story in this book should guarantee its hot-pick status. The Kabuki story is one of only several pieces that should guarantee this comic a very short shelf-life, however; there are new tales of ***Kilroy*** and ***aka Goldfish,*** as well as first appearance previews for ***The Underside, The Searchers,*** and ***Raven Chronicles,*** all of which are graduating to their own series later this year. Six concepts, 64 pages, a superhot star, and a bargain price... what more can a fan want?!

CHIAROSCURO: THE PRIVATE LIVES OF LEONARDO DA VINCI 1

(Vertigo/DC, $2.50)

Art comes to life in this new series by Dave Rawson, Pat McGreal, Chas Truog, and Rafael Kayanan—and what a compelling life it is! Leonardo, the premier creator of the Renaissance, is the focus of this offbeat new Vertigo series—but by the time its ten-issue run is over, readers will have met many of the driving forces of the Italian Renaissance. Even better, you'll never again think of them as just names to be tacked on to the end of painting and sculpture titles. From its photo covers to its mature storylines, this series is proof positive that, in the right hands, anything is appropriate subject matter for comics treatment. Look for severe underordering to lead to rapid sellouts on this innovative title.

CURSE OF RUNE 1

(Malibu, $2.50)

Curse of Rune isn't *exactly* a Marvel/Malibu crossover series, but it's about as close as you're gonna get this side of August: Rune has gained control of Adam Warlock's Soul Gem, and now he has an almost immeasurable source of energy. He also has a new artist in the person of rising fan-fave Kyle Hotz, who has moved to the Ultraverse from the world of Marvel 2099, where his work on ***Ghost Rider 2099*** was a highlight of that family of titles. Rune will continue to play a major role in both the Marvel and the Malibu universes in the foreseeable future, so there ar going to a lot of new tourists in the Ultraverse looking for this one! The fact that the book is being offered with two different covers that fit together to form one double-wide piece of art is only going to increase demand for the book among those collectors whose collections won't be complete without both variations.

FALLEN EMPIRES: A MAGIC THE GATHERING MINISERIES 1

(Valiant/Armada, $2.95)

Valiant's growing line of ***Magic*** books expands with the debut of ***Fallen Empires,*** a new miniseries inspired by the latest Magic expansion set. The two-part series takes place after the Urza/Mishra War that played a prominent role in ***Antiquities*** and the Ice Ages that are featured in the Armada ***Magic*** series of the same name. Not only is this the first issue of a new Magic series, it's also one of the biggest bargains in comics, since each copy of the first issue includes a bonus pack of ***Magic—The Gathering: Fallen Empires*** cards worth $1.45 by themselves... if you can find 'em!

GODZILLA 0

(Dark Horse, $2.50)

We're off to see the lizard!... That's right, the big G is back in solo action again this spring, and this special zero issue acts as a teaser for the ongoing ***Godzilla*** series that debuts next month. This self-contained issue mixes new material with a reprinting of the Godzilla story from the under-appreciated ***Dark Horse Comics #s 10 & 11***; the tale pits the Mean Green Fire-Breathin' Reptile against a professor who hopes to kill Godzilla to avenge the death of her parents forty years earlier in Tokyo. Every other Dark Horse ***Godzilla*** comic and trade paperback has been sorely underordered and has disappeared from the stands very quickly; why expect this one to be any different?!

GRIFTER 1

(Image, $2.50)

The hottest member of WildCATs graduates to his own ongoing series not too long after an instant-sellout one-shot—and if that ain't enough to make ***Grifter #1*** a sellout, then howsabout its tie-in with **Wildstorm Rising,** a multi-title crossover involving every Image title produced by Wildstorm Studios? Grifter's on Deathblow's tail—and he's not going to let a horde of Dæmonites stand in his way! Writer Steve Seagle and artists Ryan Benjamin and Tom McWeeney follow in the high-impact, heavy-munitions tradition of Jim Lee. ***Grifter #1*** is being offered in two versions, one with two foil-bagged painted trading cards and another that's comic only... but you can't go wrong with this book, whichever edition you choose.

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LADY JUSTICE 1

(Tekno, $1.95)

Based on a concept by Neil Gaiman, ***Lady Justice*** is a bit harder-edged than most of Gaiman's comics: the series deals with the spirit of justice, which inhabits the body of one woman at a time, using her as a tool to restore the balance of justice. This is also a bit harder edged than the typical Tekno comic; it's not code approved, and is thus recommended for mature readers. Bill Sienkiewicz supplies the cover for the first issue, adding yet another facet to the books' appeal. With Tekno orders generally tending to run low, look for this one to have real sleeper potential.

LONG HOT SUMMER 1

(Milestone/DC, $2.95)

Summer's approaching—but Milestone's getting a head start on the season with a major multi-title crossover series built around this three-issue miniseries. The focus of the series is the construction of an amusement park called Utopia... but the people of Paris Island are anything but amused when they're forced out of their homes so that the island can be renovated for the entertainment of the rest of Dakota. Frustrations soon boil over, and Dakota is in for a ***Long Hot Summer*** indeed. Milestone is doing their part to make this book every bit as hot as the title: they've brought in top writer Dan Chichester to handle the writing honors, they've tapped Denys Cowan to supply the pencil art, and they're enhancing the first issue of this series with holographic foil stamping. If you remember how quickly last summer's ***Worlds Collide*** Milestone crossover story arc disappeared, you'll be sure to latch onto ***Long Hot Summer #1*** as soon as you see it!

NIGHTWING: ALFRED'S RETURN

(DC, $3.50)

After far too long an absence, Alfred is about to make his return to the Batman Mythos—and it's Nightwing, not Batman, who plays a vital role in the drama. Alfred has been a part of Batman's life for over fifty years now, and it's about time that DC bring back the man who put the manner in Wayne Manor.

SOVEREIGN SEVEN 1

(DC, $1.95)

Okay, we know it's way too early to refer to any title as the book of 1995 (after all, we have seven months to go!)... but any publisher would be hard pressed to come up with a book that could surpass this one! DC has added superstar writer Chris Claremont to their team, along with major artist Dwayne Turner; the result is a superhero title that has the potential to generate as much comic book excitement as ***X-Men*** or ***Spawn. Sovereign Seven*** isn't just another super-team book; it's a superstar book that proves that when top talent is wedded to a hot premise, the result is magic. The Sovereign Seven are refugees from another world who find themselves stranded on Earth... and one of the first beings they meet on their new home planet is Darkseid! This first issue is dedicated to Jack Kirby, and it's quite appropriate: no book has more accurately captured the epic sweep and grand adventure of Kirby's style of storytelling. X-Men move over, there's a new team in town!...

SPAWN 32

(Image, $1.95)

Have you ever thought about the fact that comic books are just about the only medium in which changing clothes is a major event? This month, Spawn trades in his old duds for a new costume—and if you thought the old costume was pretty attention-getting, just wait until you see this new sure-to-strike-fear-in-the-hearts-of-men version! And Todd McFarlane assures fans that this isn't just a short-term change; the old Spawn is history, long live the new Spawn!

SPECTACULAR SPIDER-MAN 226

(Marvel, $1.50)

Will the real Peter Parker still stand up? You betcha he will... and this is the issue! The clone confusion of the past few months leads to this issue's major revelation: just who is the real Peter Parker, who's the clone, and what's the whole story? This issue not only offers some major revelations, it also paves the way for the entire Maximum Cloneage storyline that runs through the Spidey titles this summer—and its ramifications will shape the direction of Peter Parker's life for many months to come.

SPIDER-MAN SUPER SIZE SPECIAL 1

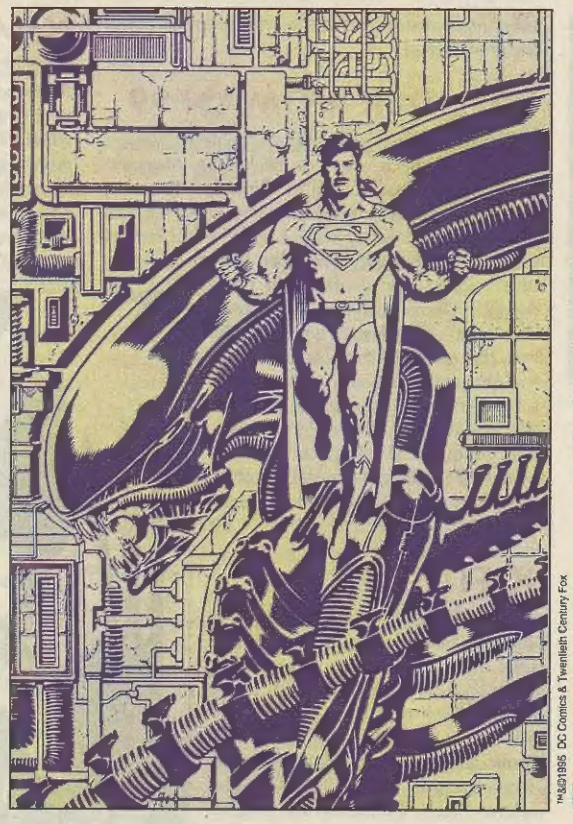
(Marvel, $3.95)

What a month for Spidey fans! First, they learn the truth behind the Peter Parker clone confusion... and now they learn all about the origin of the alien costume and its homeworld, the planet of the symbiotes. The storyline kicks off here and continues into every Spider-Man and Venom Super Size Special this summer (in case you were left out of the loop, the Super Size Specials are this year's answer to annuals). With the success of the current Spidey storyline making the web-spinner second only to the mighty mutants in terms of Marvel popularity, this multi-parter is sure to find a ready, willing, and enthusiastic audience.

STAR TREK: THE ASHES OF EDEN GN

(DC, $14.95)

A ***Star Trek*** graphic novel starring Captain Kirk isn't necessarily news... but a ***Star Trek*** graphic novel *co-written* by Captain Kirk certainly is! For the first time in history, William Shatner, the man best known to two generations of fans as Captain James T. Kirk, is writing his own Star Trek novel—and also for the first time in history, DC is releasing a graphic novel adaptation of that novel the very same month the book debuts! Kirk is suspected of turning against the Federation, it's up to the crew of the Excelsior—commanded by Captain Sulu and manned by much of Kirk's old crew, including McCoy and Spock—to bring him in. This fast-paced graphic novel, which takes place prior to the events featured in ***Star Trek: Generations,*** will be a must-have for Star Trek fans who want to see Shatner's take on these very familiar characters.



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SUPERMAN VS. ALIENS 1

(Dark Horse, $4.95)

The concept on this one says it all—but it's to Dark Horse's credit that they don't let it stop there. Dan Jurgens and Kevin Nowlan take a dynamite premise and turn it into one of the most unforgettable Superman series in years. Superman discovers that a Kryptonian city has survived the destruction of Superman's home planet—but by the time he gets there, the Aliens have also arrived, and Argo is infested. Not only does Superboy have to deal with Aliens on Kryptonian turf, but he also has to worry about an Alien presence on earth as well! It doesn't matter if you're picking this one up because your a Superman fan or because you're an Aliens fan—no one's going to leave this series disappointed!

TEAM 7: OBJECTIVE HELL

(Image, $2.50)

The heroes of Team 7 are reunited in order to track down a group of missing nukes—and if they aren't successful, a lot of people are going to be very busy redrawing maps and rewriting atlases to reflect some rather dramatic population changes! The first ***Team 7*** series was one of the biggest Image hits of 1994; this second series, written by Chuck Dixon and illustrated by Chris Warner, is going to be just as hot. The first issue of this series is also a prologue to the WildStorm Rising crossover story arc; as a result, there'll be both a standard edition and a deluxe edition that includes two foil-packaged painted trading cards. Grab whichever one you want—they're both certain to sell out equally fast.

TUROK, DINOSAUR HUNTER/SHAMAN'S TEARS

(Acclaim/Valiant, $2.50)

The quest for the White Buffalo continues as Mike Grell leads Valiant's Turok and his own Joshua Brand into grand adventure with an Indian flavor. Grell, Turok, Shaman's Tears—it's hard to envision a match more perfect!

VENGEANCE OF VAMPIRELLA 14

(Harris, $2.95)

Origin alert! This issue kicks off a six-parter that'll present the whole scoop on the origin of the sexy vampire—and it's not necessarily what you thought! For the past few years, Vampirella has been the premiere "bad-girl" comic; this exciting origin story will guarantee that she keeps a lock on that position a while longer.

VIOLATOR/BADROCK 1

(Image, $2.50)

Spawn's villain joins forces with Youngblood's premiere muscleman?... Well, it doesn't start out that way—in fact, the two of them are in mortal combat in the beginning—but when the angel Celestine enters the picture, a reluctant alliance is formed. Alan Moore's ultraviolent ***Violator*** miniseries generated a buzz because it was so different from anything Spawn fans had seen; look for that unique Moore approach to offer a very different take on Badrock this time around.

™&©1995 Todd McFarlane and Rob Liefeld

STAR TREK
THE NEXT GENERATION
BEGINNINGS
The early voyages...
The original six-issue miniseries collected in trade paperback.
Carlin • Marcos • Starr • Garzon
Introduction by Michael Okuda, Star Trek Scenic Art Supervisor
On sale in May.
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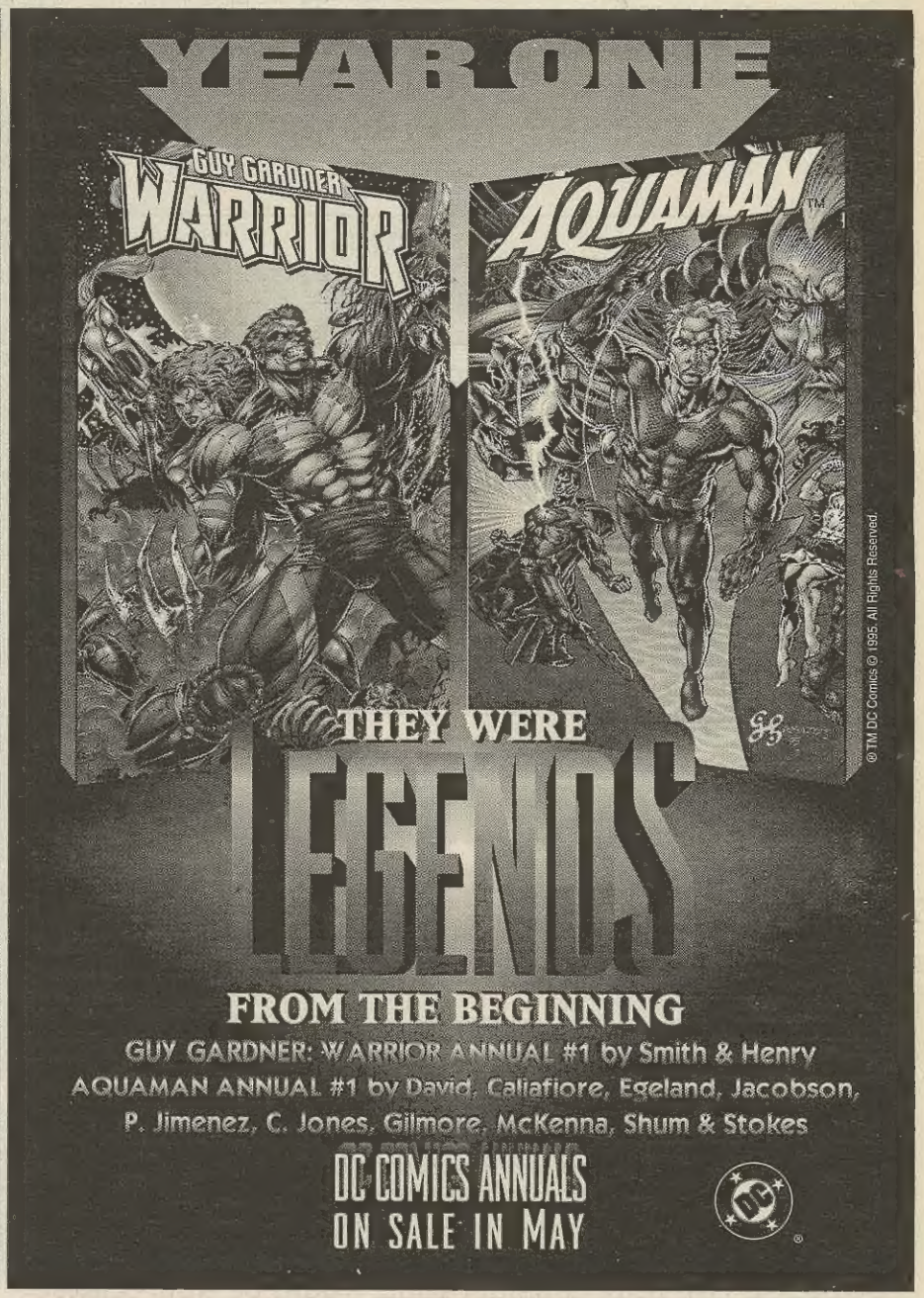
YEAR ONE
GUY GARDNER WARRIOR
AQUAMAN
THEY WERE
LEGENDS
FROM THE BEGINNING
GUY GARDNER: WARRIOR ANNUAL #1 by Smith & Henry
AQUAMAN ANNUAL #1 by David, Caliafiore, Egeland, Jacobson, P. Jimenez, C. Jones, Gilmore, McKenna, Shum & Stokes
DC COMICS ANNUALS ON SALE IN MAY
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WILDSTORM RISING PART ONE

(Image, $2.50)

Hero versus hero is the key here—and the Dæmonites are behind it all. They've conspired and manipulated to create conflicts among the various WildStorm heroes and teams—and they're obviously successful, as Stormwatch takes on WildCATs, with other heroes joining the fray on one side or another. Super-hot writer James Robinson is joined by pre-Raphaelite comics whiz Barry Windsor-Smith to create the first issue of this ten-part extravaganza—and it'll be worth the admission price just to see how these two top talents handle every hero in the WildStorm corner of the Imageverse!

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WONDER WOMAN 99

(DC, $1.75)

Tried to find back issues of the William Messner-Loebs/Mike Deodato run of ***Wonder Woman*** recently?... If you have, then you know without a doubt that this story arc is sizzlin'. After several years of moribundity, ***Wonder Woman*** is popular again, and the current Artemis/Diana storyline is the reason why. This issue, which leads into the gala 100th-issue climax of the storyline, lays the groundwork for the triumphant return of the true Wonder Woman, Diana Prince; after that, John Byrne takes over the title with #101, giving fans still another reason to add this title to their must-have list.

X-FILES 5

(Topps, $2.50)

Judging from how quickly ***X-Files*** sells out on the comic shop racks every time an issue is released, you'd almost think that every fan of the television show was haunting the comic shops as well! Don't look for any changes in the foreseeable future; Stefan Petrucha and Charlie Adlard are creating stories every bit as enjoyable and thought provoking as those on the television series—and in many cases, the Petrucha/Adlard tales are better! This month, Scully & Mulder uncover information that may enable them to shut down the "inner government"—and no ***X-Files*** fan is going to want to miss a major plot advancement like that. Bucking the comic book norm, ***X-Files*** is one of the few books whose sales are going up with every issue—and orders still aren't high enough to meet the demand.

X-MEN: PRIME 1

(Marvel, $4.95)

It all ends here—but this ending is also the beginning of a new phase in the X-Men's existence. ***X-Men: Prime*** wraps up the four-month Age of Apocalypse storyline, moving the heroes from the alternate Xavier-less reality back to the Marvel Universe—but don't expect everything to be just like it was. Some characters don't make it back... and some characters who belong in the alternate

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If you haven't done so already, this is your last chance to vote. Ballots must be postmarked by May 15,1995.

COMICS BUYER'S GUIDE

1994 FAN AWARDS

What are your favorites in the world of comics?

Comics Buyer's Guide, the weekly newspaper devoted to the world of comic books, sponsors these awards to let you, the fan, cast your ballot in determining what the fan favorites are for the year.

RULES & REGULATIONS: Only material with a 1994 cover date can win. Votes for projects that did not have a 1994 publication date will not be counted. This ballot may be copied and passed on to your friends for their votes. Anyone who loves comics can vote - but only vote once. If you vote more than once, ALL your votes will be thrown out. Vote only in the categories you want, and ignore any you don't. **COMICS BUYER'S GUIDE** is not eligible for Category 15. Every voter in the United States will get a free issue of **COMICS BUYER'S GUIDE** with the results (scheduled to be #1131, dated July 21, 1995), unless you already have a current subscription to **CBG.** Votes from other countries will counted, but we regret that free copies of **CBG** can't be mailed out of the country unless your vote is accompanied by $3.00 in U.S. funds to cover handling and shipping. The award winners will be announced at the Chicago Comicon, held June 30 - July 2, 1995.

Mail your ballot individually in a single envelope by May 15, 1995 to:

COMICS BUYER'S GUIDE FAN AWARDS
700 E. State St., Iola, WI 54990-0001

Name_____

Age_____ ❒Male ❒Female

Street or Box_____

City/State/Zip_____

I got this ballot from ***Comic Shop News.***

1. FAVORITE EDITOR_____
2. FAVORITE WRITER_____
3. FAVORITE PENCILLER_____
4. FAVORITE INKER_____
5. FAVORITE COLORIST_____
6. FAVORITE PAINTER_____
7. FAVORITE LETTERER_____
8. FAVORITE COVER ARTIST_____
9. FAVORITE COMIC-BOOK STORY_____
10. FAVORITE COMIC BOOK_____
11. FAVORITE LIMITED COMIC-BOOK SERIES_____
12. FAVORITE ORIGINAL GRAPHIC NOVEL OR ALBUM_____
13. FAVORITE REPRINT GRAPHIC NOVEL OR ALBUM_____
14. FAVORITE CHARACTER_____
15. FAVORITE PUBLICATION ABOUT COMICS_____

Please type or print your votes & information clearly. You need not cut or tear out this page in order to vote! Copies are acceptable & will be counted.

Just a reminder, ***Comic Shop News*** is eligible for Category 15! Your consideration would be appreciated.

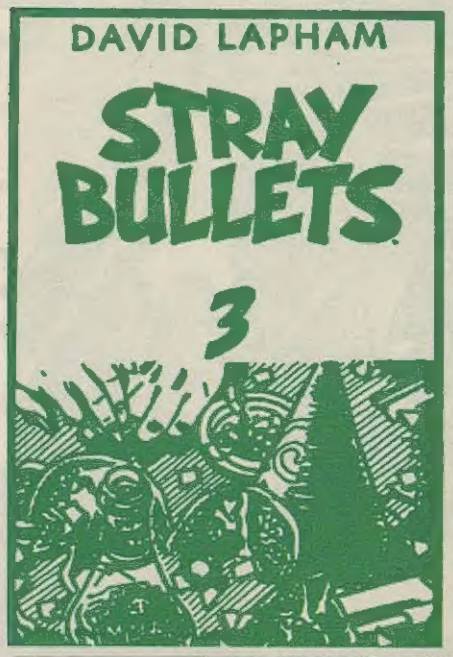
Dakota Chronicle
40c
May 2,1995
Weather : Humid, partly cloudy high mid to upper 90s
Vol. CXIX No.243
THE HEAT IS ON!
CHAOS ON PARIS ISLAND!
HARDWARE #29
READER'S CHOICE! HARDWARE #29 only 99¢!
KOBALT 14
A HERO to the END
IT'S GOING TO BE A RIOT!
The Long, Hot Summer #1
Hardware #29 Icon #27 Xombi #14 Blood Syndicate #28
Shadow Cabinet #14 Kobalt #14 Static #25
On sale in May
MILESTONE

reality are going to find a home in this world. The chromium cover is pure lagniappe; it's the storyline itself that's going to make this book have one of the shortest shelf-lives in history.

OVERLOOKED SIZZLER

(El Capitan, $2.95)

In the aftermath of Frank Miller's ***Sin City,*** pretty much any black and white comic book with a crime angle is compared to the noir-styled drama. That's not wholly fair to David Lapham's brilliant ***Stray Bullets,*** though; while *noir* in its storytelling approach and harshly realistic in its viewpoint, each issue of ***Stray Bullets*** focuses on different characters and situations in a much more real-life way than Miller's bleak crime fantasy. Lapham has proven that he can tell hard-edged crime dramas and intense psychological tales; rather than drawing just from Spillane and Vachhs, Lapham evokes such diverse storytellers as Truman Capote, Harper Lee, and Jonathan Kellerman as well. If you dismissed ***Stray Bullets*** as a ***Sin City*** derivative, you'll never know how badly off the mark you were until you give an issue a try—and then you'll be glad you did.



™&©1995 David Lapham

SECOND TIME AROUND

Alley Oop Volume Three TPB *(Kitchen Sink, $18.95)* - The latest collection of V.T. Hamlin's historic adventure/fantasy comic strip.

Baoh GN Volume One *(Viz, $14.95)* - Looking for mutants? Look no further than Baoh, the story of two young mutants trying to escape manipulation by normal human beings.

John Byrne's Next Men: Power TPB *(Legend/Dark Horse, $16.95)* - Byrne's most recent Next Men story arc is collected in a single volume.

Junkwaffel II TPB *(Fantagraphics, $12.95)* - More classic Vaughn Bode material, available after far too long an absence.

Lorelie: Building the Perfect Beast TPB *(Millennium, $10.95)* - Collecting the first seven issues of the Lorelei series, including the first half of her origin.

Mighty Morphin' Power Rangers TPB *(Hamilton, $9.95)* - The first six issue miniseries is collected in an affordable volume.

Nausicaa of the Valley of Wind GN Volume 6 *(Viz, $15.95)* - An affordable edition reprinting all six issues of ***Nausicaa Book Five.***

Nausicaa of the Valley of Wind Perfect Collection Volume One *(Viz, $17.95)* - A hefty 264 pages of comic adventure reprinting the first and second Nausicaa graphic novels.

Nosferatu: Plague of Darkness TPB *(Millennium, $10.95)* - The ageless battle between Nosferatu and the quintessential Good Knight moves to New York City.

Prince Valiant Volume 24 TPB *(Fantagraphics, $16.95)* - The latest release in Fantagraphics' comprehensive reprinting of Hal Foster's medieval epic.

Rick O'Shay: The Dailies 1961-62 *(Cottonwood, $20)* - Go West, young fan! This is the second in the complete ten-volume series that will reprint Stan Lynde's entire run of the Western series.

Spawn TPB *(Image, $9.95)* - You asked for it, you got it! The first five issues of Todd McFarlane's history-making Spawn series are at long last available in trade paperback.

Star Trek: The Next Generation—Beginnings *(DC, $19.95)* - At long last, fans can enjoy the first ***Star Trek*** miniseries without having to dig through back-issue bins.

Ultimate Amazing X-Men TPB *(Marvel, $8.95)*

Ultimate Astonishing X-Men TPB *(Marvel, $8.95)*

Ultimate Factor-X TPB *(Marvel, $8.95)*

Ultimate Generation Next TPB *(Marvel, $8.95)*

Ultimate X-Calibre TPB *(Marvel, $8.95)*

Ultimate X-Man TPB *(Marvel, $8.95)* - Featuring the complete four-issue runs of Age of Apocalypse miniseries.

IN THE CARDS

Batman Forever Metal Trading Cards *(Fleer, $5.95/pack)* - Metal-process Illustrated cards featuring the work of Paul Gulacy and others, depicting scenes from the upcoming ***Batman Forever*** film.

Dinotopia Trading Cards *(Collect-a-Card, $1.75/pack)* - A full series of cards inspired by the 1993 hit dinofantasy.

Fantasy Art of Brom Trading Cards *(FPG, $2.00/pack)* - Ninety high-quality cards depicting the work of the acclaimed fantasy and gaming illustrator.

Fleer '95 Casper Trading Cards *(Fleer, $2.50/pack)* - The friendly ghost may be the name of the game, but the special effects are the star of this photo-card series taken from the upcoming Universal/Amblin Entertainment film.

Tom Kidd Fantasy Art Trading Cards *(FPG, $2.00/pack)* - A new fantasy-sf artist-focused series from FPG.

WildStorm Gallery Trading Cards *(WildStorm, $2.95/pack)* - A lavish, high-quality series of painted cards depicting the heroes and villains of the WildStorm Universe.

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Wonder Women!

PREVIEWS The EXCITEMENT'S Inside!

Master storyteller **John Byrne** discusses writing and drawing the new adventures of DC's Avenging Amazon—starting with ***Wonder Woman*** **#101**—in ***PREVIEWS!*** Another mighty (and mighty popular) female awaits on the other side, and *Cyberforce* creator **Marc Silvestri** tells what's to come when he joins forces with Image for the spectacular ***Cyblade/Shi Special: The Battle for Independents!***

Don't miss the April issue:

Plus:

- ***The Big Guy and Rusty the Boy Robot #1***—Dark Horse presents a **five-page preview** of the latest adventure from **Frank Miller and Geof Darrow!**
- A glimpse into ***Gene Roddenberry's Lost Universe*** **#0** and the interactive ***Mr. Hero*** **#8**—where you pick the look of the next Mr. Hero—from Tekno•Comix!
- A **two-page preview** of Topps' whip-cracking good mini-series ***Lady Rawhide*** **#1!**

Special Sections with merchandise celebrating:

- ***The Empire Strikes Back***—Merchandise galore to celebrate the 15th anniversary of the legendary *Star Wars* sequel, plus a look at Dark Horse's new 12-issue mini-series, ***Star Wars: X-Wing Rogue Squadron!***
- ***Star Trek*** **at 75**—DC Editor **Margaret Clark** describes where the crews of the Classic and *Next Generation* comics will boldly go in their 75th issues! Plus: *Trek* treats including graphic novels, trade paperbacks, and more!

PREVIEWS Comics:

- The latest action-packed installment of ***Aliens vs. Predator: Booty*** from Dark Horse—a ***PREVIEWS*** **Exclusive!**

Exciting Editorial Highlights—

- ***Acclaim Spotlight!***
- **DC's *Coming Comics!***
- **Dark Horse's Inside Track!**
- **FPG *Focus On...!***
- ***Viz Information!***

All this—plus the latest advance information on your favorite comics and collectibles—awaits you in the next edition of the industry's most comprehensive, colorful, and collectible monthly catalog—***PREVIEWS!***

REACH FOR THE STARS! Two appeal sections spotlight Star Trek and Star Wars collectibles!
PREVIEWS
SAVING THE AMAZON
Byrne back at DC with Wonder Woman #101!
TWO KNOCK-OUTS!
Image's Cyblade and Crusade's Shi join forces for the ultimate "Bad Girl" book!

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The excitement's inside a fine comics shop near you!

STRANGERS IN A STRANGE LAND...
SOVEREIGN SEVEN
CHRIS CLAREMONT. DWAYNE TURNER.
COMING TO THE DC UNIVERSE IN MAY.
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